

NEOS Interactive Gaming System

User Guide

Town of Trophy Club

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NEOS Interactive Gaming System

Location: Harmony Park
699 Indian Creek Drive Trophy Club, TX 76262

Hours of Operation: Dawn to dusk

Phone number for questions: 682-831-4603

The NEOS interactive gaming system is a new addition to the playground area of Harmony Park that affords kids and adults with a new way to exercise. The NEOS system is comprised of three different gaming stations called the NEOS Wall, NEOS 360, and the NEOS Ring.

The NEOS Ring, NEOS 360, and NEOS Wall each offer multiple games for kids and adults to play that promote cardiovascular fitness during 60 second games that can be played in single player and two-player formats.

Rules and Regulations

Section 1 NEOS Ring

The NEOS Ring is a great starting point for small children. The smaller size and width make it easier to play than the NEOS 360 and NEOS Wall. The NEOS Ring offers five different games to choose from that are mix of single player and two player games.

One Player Only Games

Symphony: The player presses different buttons on the NEOS Ring to create different musical sounds. Each button pressed by the player generates the sound of a different musical instrument.

Duck Duck Goose: The player must press on the "quaking" yellow duck lights as they appear. Once a yellow goose light appears, the player must try to press "honking" goose light.

One Player and Two Player games

Light Grabber

- **One player:** In one player Light Grabber, the object of the game is to press as many colored lights as possible. The goal is to get the highest score possible by pressing as many lights in the allotted time period.
- **Two player:** In two player Light Grabber, each player must choose green or red color. The object of the game is for each player to press as many of their colored lights as possible. If a player presses a blinking light, they will receive additional bonus lights.

Two Player only games

Tether Ball: In Tether Ball, each player must choose green or red color. The object of the game is to press the single moving light when it's your color, and it turns to your opponents color and volleys toward them.

Flip Flop: In Flip Flop, the object of the game is to turn as many of the six lights to your color. Both players are constantly changing six lights which make it a very fast paced game with a lot of exercise.

Section 2 NEOS 360

The NEOS 360 is a challenging gaming station that is ideal for kids who want more of a challenge than what the NEOS Ring offers.

One Player and Two Player

Marathon

- **One player:** In one player Marathon, the object of the game is to press as many of the 40 lights as you can in the allotted time period.
- **Two player:** In two player Marathon, each player must choose red or green color. The object of the game is for each player to try to press all 40 lights of their color.

Light Grabber

- **One player:** In Light Grabber, the object of the game is to press as many of your colored lights as possible. The goal is to get the highest score possible by pressing as many lights in the specified time period. Pressing the blinking light will give you bonus points.
- **Two player:** In two player Light Grabber, each player must choose red or green color. The object of the game is for each player to press as many of their colored lights as possible. If a player presses a blinking light, they will receive bonus lights to press.

Ninja

- **One player:** In one player, A sequence of 2 or 3 lights appear. The object of the game is to repeat the light pattern sequence exactly to score points. Ninja is a fun game to test your memory skills.
- **Two player:** In two player Ninja, A sequence of 2 or 3 lights appear for each player in green and red. The object of the game is for each player to repeat their light pattern sequence exactly to score the most points.

One Player and Two Player

Zig Zag

- **One player:** In one player Zig Zag, the object of the game is to press the bouncing ball as fast as possible while it moves along the eight pods. The game will continue to speed up as each ball is pressed.
- **Two player:** In two player Zig Zag, each player must choose red or green color. The object of the game is for each player to press their color bouncing ball as fast as possible while it moves along the eight pods.

Surround Sound

- In Surround Sound, the player can tap different buttons to create their own music. Surround sound is a fun game for anyone who wants like to play with music games.

Double Dots

- **One team:** In two person Double Dots, two players work together to press two lights at the same time. The lights appear opposite of one another and pressing both lights requires teamwork and cooperation. The closer the lights are pressed at the same time the higher the points awarded.
- **Two teams:** In four person Double Dots, two players work together on both a red team and a green team. The lights appear opposite of one another and pressing both lights requires teamwork and cooperation. The closer the lights are pressed at the same time the higher the points awarded.

Fire Fighter

- **One player:** In one player firefighter, the object of the game is to tap the lights repeatedly to put out the Fire! The faster you put out the fire, the better your score. Multiple lights appear blinking at once that must be extinguished.
- **Two player:** In two player firefighter, each player must select red or green color. Each player must tap their colored lights repeatedly to put out fires! The object of the game is to put out your fires faster than your opponent puts out their fires. Multiple lights appear blinking at once that must be extinguished.

Rodeo

- **One Player:** In one player Rodeo, the object of the game is to round up all four lights by pressing them.

- **Two player:** In two player Rodeo, each player must choose red or green color. The Object of the game is to be the first player to round up their 4 lights and make your opponents lights disappear. Many lights appear at once, making it great for team play.

Section 3 NEOS Wall

The NEOS Wall is the ultimate gaming station for kids and adults. The NEOS Wall allows user(s) to play on all four tower and adjust difficulty level from level1 all the way up to Level 3 to make the game harder.

Single Player Only Games

Road Block

Object of The Game: To stop the line of lights as quickly as possible by pressing the green light to create a road block

- To play Roadblock, the user must press the green light as quickly as possible to stop the flow of lights from moving along. Pressing the red light does not affect the flow of lights. As users score increases, the lights will appear more quickly as user moves from level 1 through level 3.
 - Level 1: Lights move quickly
 - Level 2: Lights move quicker
 - Level 3: Lights move fastest

Echo

Object of The Game: To successfully repeat the pattern of lights that were heard and displayed by the game.

- To play Echo, the user must watch and hear the lights appear from the four towers and successfully repeat the lights that were displayed. Each correct entry rewards the user even if the complete series of lights are not completed.
 - Level 1: User asked to repeat 2,3, and 4 light patterns
 - Level 2: User asked to repeat 3,4, and 5 light patterns with increased difficulty
 - Level 3: User asked to repeat 4, 5, and 6 light patterns at the hardest level of difficulty.

Two Player Only Games

Light Thief

Object of the Game: To press the lights that appear on your two towers before your opponent can press the lights that appear on their two towers.

- Level 1. To play Light Thief, both users must choose to be either the color green or the color red. The red player will use the left two towers and the green player will use the right two towers. Each player will have intervals of two lights appear and disappear. The player that presses their two lights before their opponent receives points for that interval.
- Level 2. Same as Level 1, but faster
- Level 3. Players still play as red or green color, but a yellow light is available for players to hit which will move all the lights.

Goalie

Object of the Game: To successfully send your lights through opponent's goal

- Level 1. Touch lights once to stop them. Touch them again to send them back towards your opponent's goal
- Level 2. Touch lights once to volley it towards your opponent's goal.
- Level 3. Touch lights once to volley it towards your opponent's goal

One and Two Player Games

Light Grabber

Object of the Game: In Light Grabber

- **One Player:** In single player Light Grabber, the object of the game is to Press as many of your colored lights as possible on the four available towers. The goal is to get the highest score possible by pressing as many lights in time period.
 - Level 1: The faster the player moves, the faster the lights appear!
 - Level 2: Blinking lights are introduced which when pressed add additional points to the player's score.
 - Level 3: Decoy lights are introduced that laugh at you when you press them.
- **Two Player:** In two player Light Grabber, each player must choose to be green or red. The object of the game is for each player to press as many of their colored

lights as possible. If a player presses a blinking light, they will receive bonus lights to press.

- Level 1: Each player plays on two of the four available towers. Red plays on left two towers and green plays on right two towers.
- Level 2: Both red and green lights appear on all four towers. Blinking lights are introduced that when pressed provide additional bonus points.
- Level 3: Decoy lights are introduced that laugh at you when you press them.

Bubble Burst

- **One Player:** Press lights as they appear before they burst. Each light will turn yellow before it bursts and disappears. In one player format, the player will use all four available towers.
 - Level 1: Lights change colors & new lights appear quickly.
 - Level 2: The lights change colors quicker and new lights appear sooner than level 1.
 - Level 3: The lights change even quicker and new lights appear sooner than levels 1 and 2.
- **Two Player:** Each player must choose between red or green color. The red player uses the left two towers and the green player uses the right two towers. Each player must press their color lights before they burst. The red lights will change from red to orange to green then burst and disappear. The green lights will change from green to lime to green then burst and disappear. Each player must move quickly to press their lights before they burst and disappear.
 - Level 1: Lights change colors & new lights appear quickly.
 - Level 2: The lights change colors quicker and new lights appear sooner than level 1.
 - Level 3: The lights change even quicker and new lights appear sooner than levels 1 and 2.

Snake

- **One Player:** Player uses all four towers
 - Level 1: Lights will move horizontally & vertically. Press all four lights to kill the snake.
 - Level 2: Lights will move horizontally, vertically & diagonally, and quicker than level 1. Press all four lights to kill the snake.

- Level 3: Lights will move horizontally, vertically & diagonally, and fast than level 1&2. Press lights to kill the snake. Middle two lights are worth less points and do not go away when pressed.
- **Two Player:** Choose your color, red or green. Players use all four towers. Lights are yellow when they overlap.
 - Level 1: Lights will move horizontally & vertically. Press all four lights to kill the snake.
 - Level 2: Lights will move horizontally, vertically & diagonally, and fast than level 1. Press all four lights to kill the snake.
 - Level 3: Lights will move horizontally, vertically & diagonally, and quicker than level 1&2. Press lights to kill the snake.

Dance with Me

- **One Player:** Player uses all four towers
 - Level 1: Dance pattern is fun and easy to follow.
 - Level 2: Dance pattern is fun and more difficult than level 1.
 - Level 3: Dance pattern is fun & very complex.
- **Two Player:** Choose your color, red or green. Red player on the left two towers, green player on right two towers.
 - Level 1: Dance pattern is fun and easy to follow.
 - Level 2: Dance pattern is fun and more difficult than level 1.
 - Level 3: Dance pattern is fun & very complex.

Music Machine

- **One Player:** Press each of the buttons to make unique sounds. Player has six different libraries of musical sounds.
- **Two Player:** Press each of the buttons to make unique sounds. Players have six different libraries of musical sounds.